Master the Art of Magazine-Quality Skin Retouching - Advanced Techniques

SHARK PIXEL

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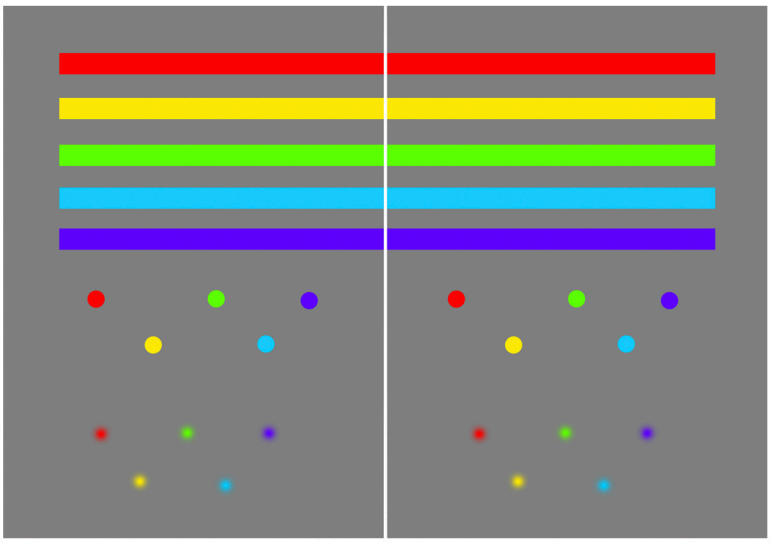
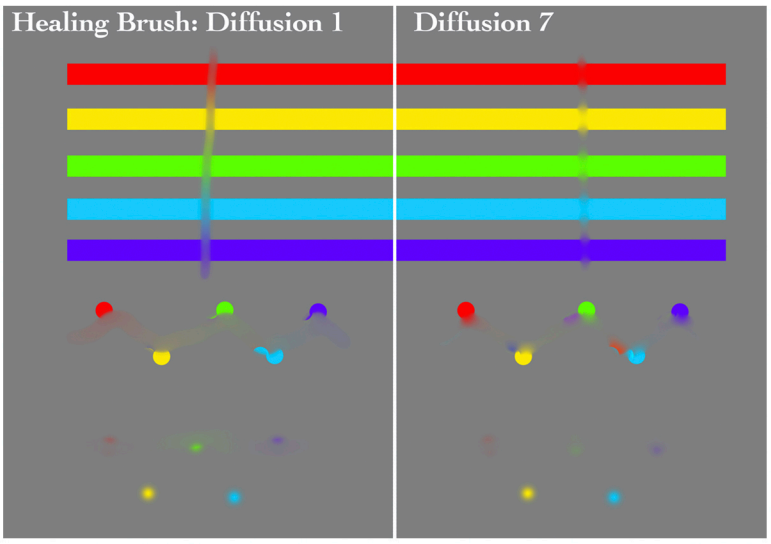
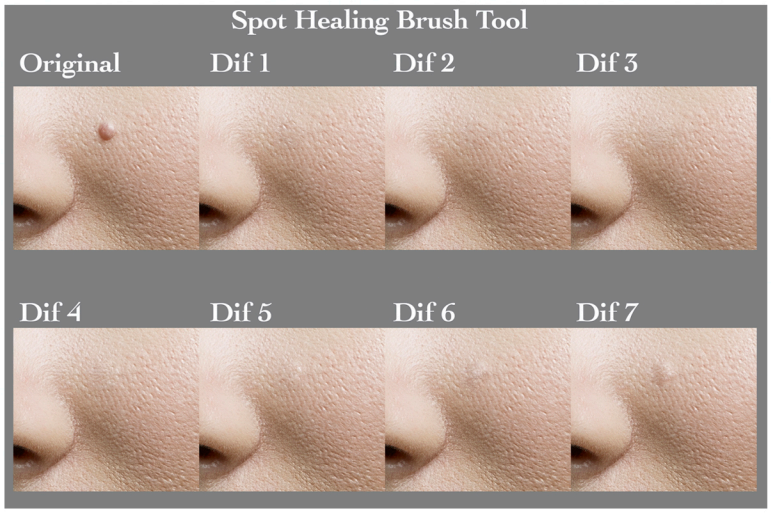
Healing Brush Tool Update

- New Photoshop CC 2015 Healing Brush added Live Preview as you worked, but it made the final healed area look very blurry. 2015.1 added diffusion slider.
- When we use a tool to remove a blemish, we want it to erase the blemish but ALSO blend in the new skin color and texture with the surrounding areas so it looks like there was nothing there in the first place. When retouching skin, a low diffusion (1-3) works better than a high diffusion (4-7). Some examples are below:

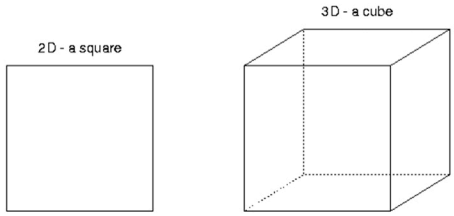




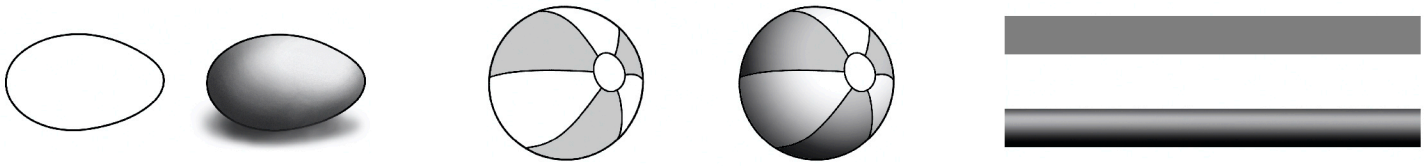


Dodging and Burning

This is the act of creating the appearance of a 3-dimensional shape on a 2-dimensional plane.



It's also the act of simply creating 3-dimension where there is none



This is instrumental in creating a smooth canvas where the client's features can take center stage. Helps to even out the skin tone, giving the illusion of less ridges and valleys in the subjects' skin.

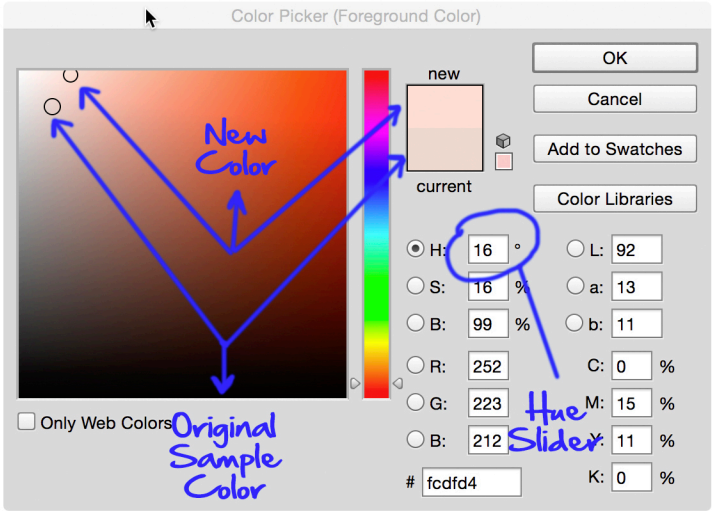
It's similar to makeup artists using makeup to contour.

Picking Dodge & Burn Colors

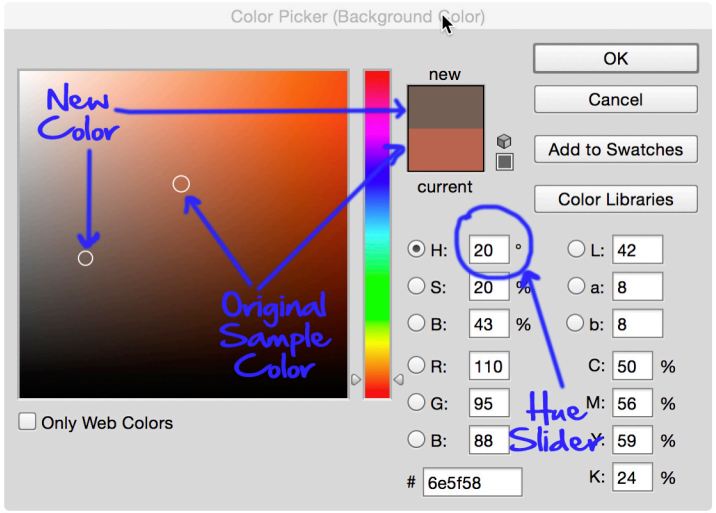
Selecting Colors:

- Black and white goes too far on skin tones; black gets too saturated and white loses too much color
- Select highlight and shadow colors from the skin as a starting point
- Modify the sampled highlight and shadow colors
    1. Areas that are burned too much can turn red, so add yellow hue to the burn color and decrease saturation
    2. Areas that are dodged too much can turn yellow, so add red hue to the dodge color and increase saturation

- Select highlight color for dodging
    1. Brush tool
    2. Click on the foreground color swatch box
    3. Color picker > select lightest highlight on face
    4. Drag the color slightly North and slightly East
    5. Hue degree box – use down arrow key to nudge the color a little less yellow and more red
    6. Decrease hue valie by 3-5



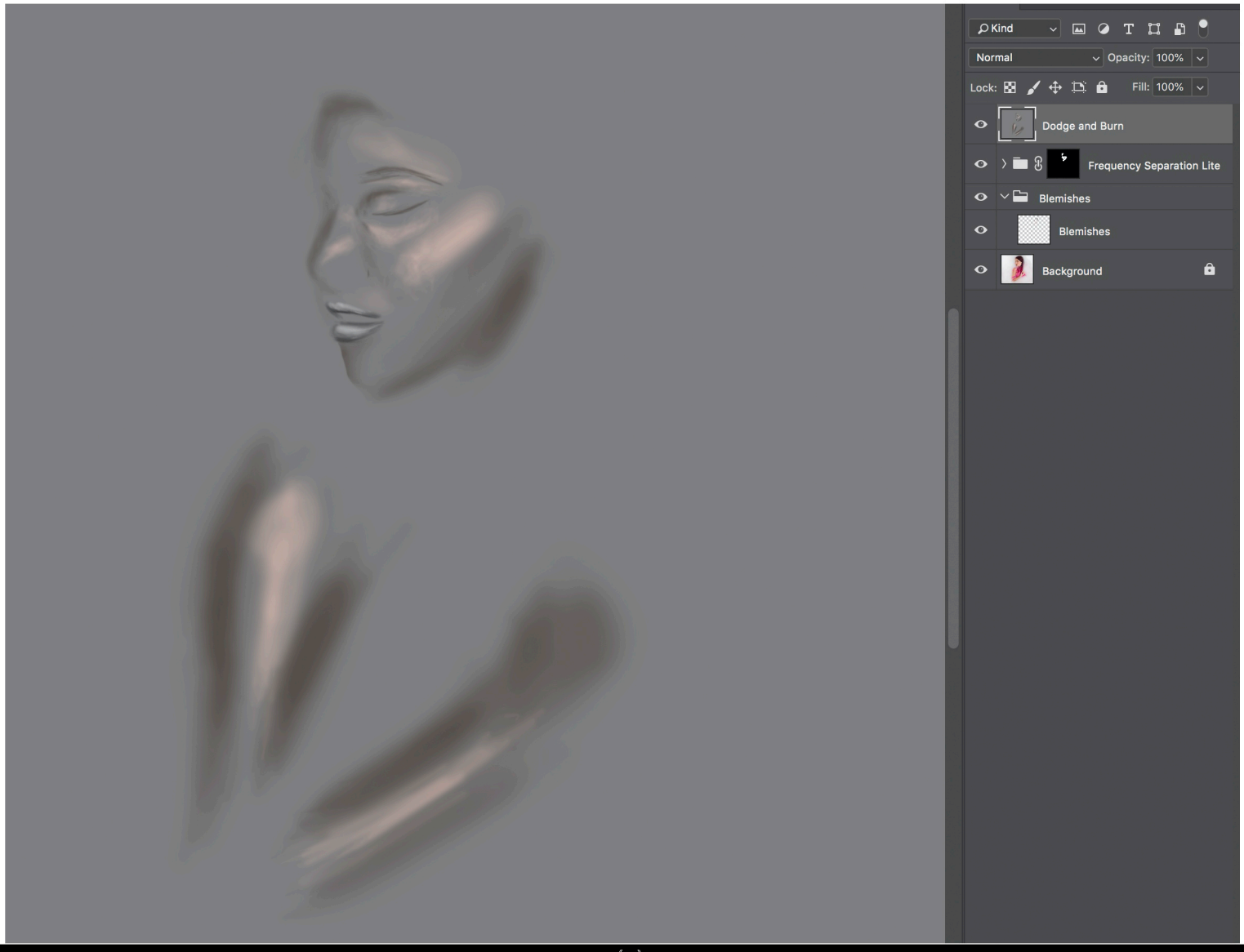
- Select shadow color for burning
    1. Click the background color box
    2. Color picker > select darkest color on skin
    3. Click and drag South a little bit and drag it halfway West
    4. Hue degree slider – use up arrow key to make the color a little less red and more yellow
    5. Increase hue value by 5 - 7



Before and after of another image using the dodge and burn technique

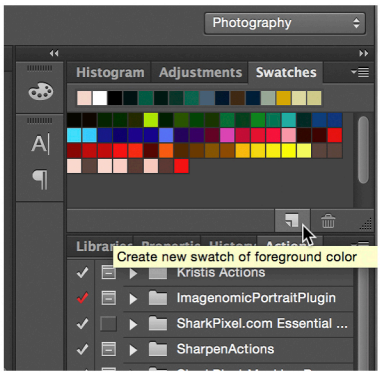
Dodge & Burn Skin - Practical

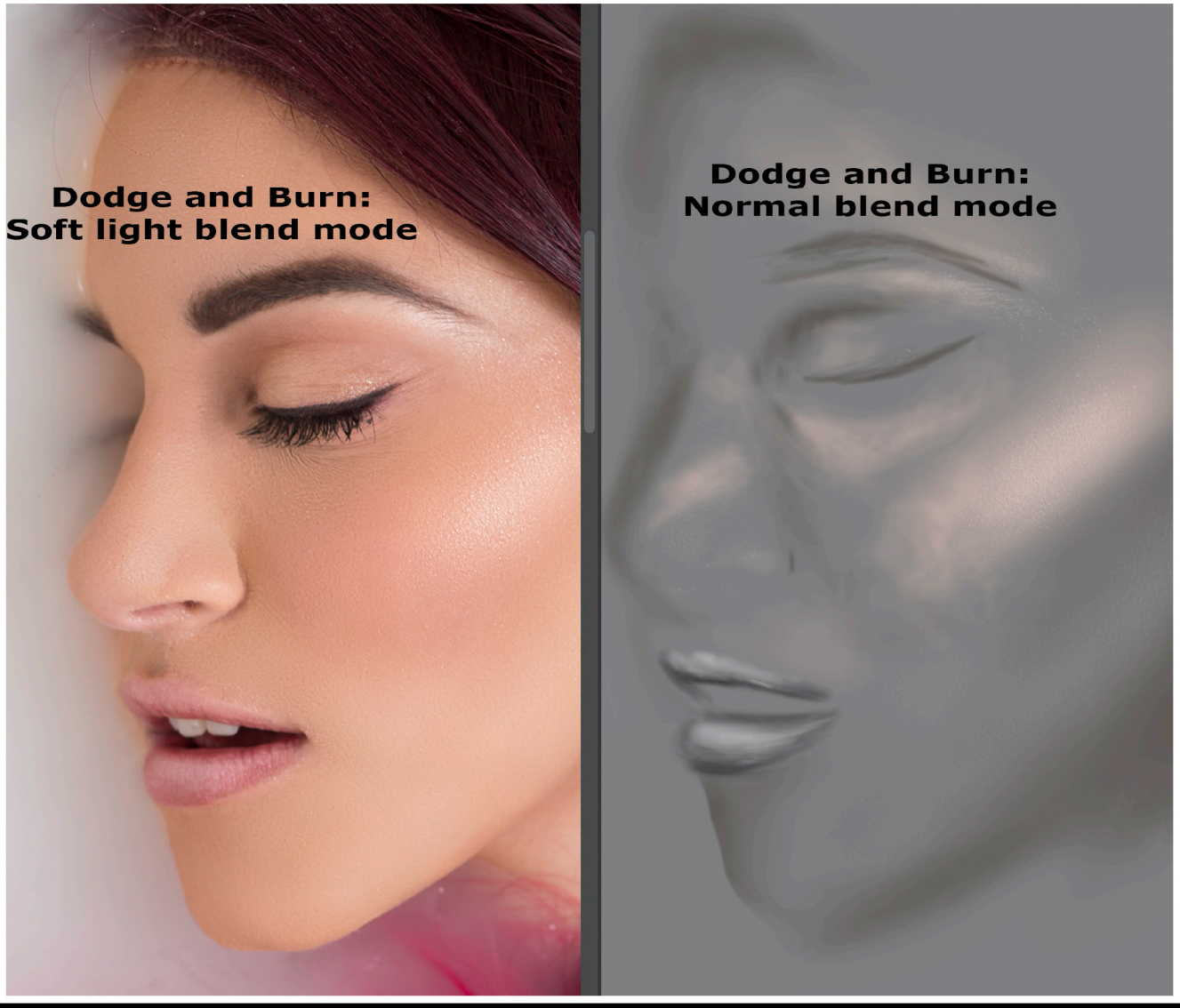
- Create Group “Dodge and Burn”
- Shift+Command/Control+N for new layer dialogue box
- Name “Dodge and Burn Skin”
- Change blend mode from normal to soft light
- Check box to fill with 50% grey
- Brush tool (B key)
    1. 10% Opacity (1 key), 10% Flow (Shift+1 key)
    2. Err on the side of caution by starting with a lower opacity and flow and building up if needed
        a) You should NOT be able to see each brush stroke you make
    3. Folds/Wrinkles are just a highlight next to a shadow
    4. X key switches between foreground and background color
        a) Brighten areas that you want to highlight; darken areas that you want to diminish
        b) If you change the blend mode of the layer from soft light back to normal, you can view the dodging and burning work that you did



Dodging & Burning Features – Practical

- Dodge and burn can also be used for detail areas like eye whites and lips
- Make the eyes and lips more three-dimensional
- Select the last dodge and burn layer
- Command/Control J to Duplicate layer
- Edit > Fill with 50% grey
- Move into new folder, named Dodge and Burn Detail
- Save the foreground and background colors (skin highlight and shadow colors) for later use
    1. Swatches dialogue box, Add to swatches
    2. Name swatches D&B – dodge and D&B – burn
- D key – switch back to default foreground and background colors; black and white
- Paint with white on anything you want to pull forward towards the camera; paint black on anything you want to push back
- If you change the blend mode of the layer from soft light back to normal, you can view the dodging and burning work that you did



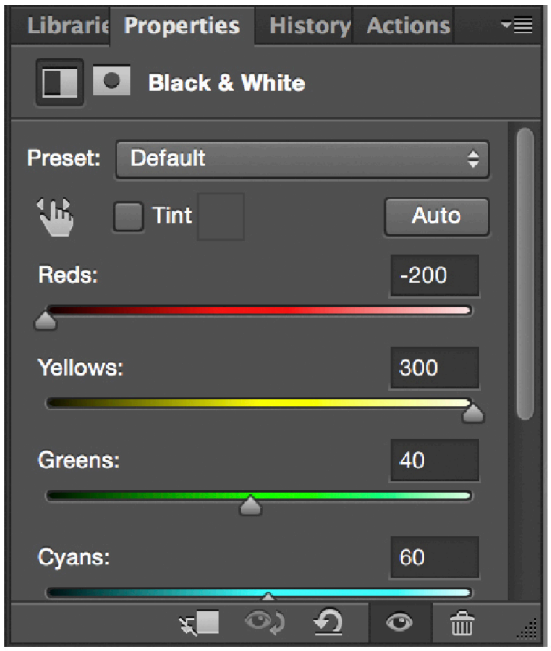


Visual Aids

These are layers that help exaggerate tonal and color differences in the skin so they're easier for your eye to see.

- Tonal Differences Visual Aid Layer:
    1. Desaturating image will help you focus on the tonality differences without getting distracted by the colors
    2. Create New Layer "Dodge and Burn Visual Aid"
    3. Fill with 50% grey
    4. Change layer blend mode to Color
    5. Lock this layer so you don't do any retouching on this layer by accident

- Color Differences Visual Aid Layer:
    1. Creating contrast between the red and yellow skin tones will show you where you may need to fix skin color problems.
    2. Create Black and White adjustment layer
    3. Make sure the Preset is set to Default
    4. Pull red slider all the way down to -200 and take yellow slider all the way up to 300
    5. Creates contrast between red and yellow values in the skin tone
    6. Change blend mode to Luminosity



Dodge and burn is absolutely amazing and with these new tips you'll bring your dodging and burning to a whole new level!

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